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1 High dynamic range imaging
[Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik](#)

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Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent ...

2 GPGPU: general purpose computation on graphics hardware
[David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naresh Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn](#)

 August 2004 [SIGGRAPH '04: SIGGRAPH 2004 Course Notes](#)
Publisher: ACM

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The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex ...

3 Two methods for display of high contrast images
[Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter](#)

 January 1999 [Transactions on Graphics \(TOG\) , Volume 18 Issue 1](#)
Publisher: ACM

 Full text available: [PDF \(10.28 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)
Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 97, Downloads (Overall): 1399, Citation Count: 32

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, ...

Keywords: adaptation, tone reproduction, visual appearance

4 Some assembly required: building a digital government for the 21st century
[Sharon S. Dawes, Peter A. Biloniarz, Kristine L. Kelly, Patricia D. Fletcher](#)

 May 2002 [dg.o '02: Proceedings of the 2002 annual national conference on Digital government research](#)
Publisher: Digital Government Research Center

 Full text available: [PDF \(889.22 KB\)](#)

 Additional Information: [full citation](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 34, Downloads (12 Months): 142, Downloads (Overall): 864, Citation Count: 0

5 Some assembly required: building a digital government for the 21st century

Sharon S. Dawes, Peter A. Bioniarz, Kristine L. Kelly, Patricia D. Fletcher

May 2000 **dg.o '00**: Proceedings of the 2000 annual national conference on Digital government research

Publisher: Digital Government Research Center

Full text available:  [Pdf \(889.21 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 44, Downloads (Overall): 301, Citation Count: 1

This material is based upon work supported in part by the National Science Foundation under Grant No. 99-181. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect ...

6 Projectors: advanced graphics and vision techniques

 [Ramesh Raskar](#)

August 2004 **SI GGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM 

Full text available:  [Pdf \(6.53 MB\)](#)

Additional Information: [full citation](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 71, Downloads (12 Months): 622, Downloads (Overall): 3446, Citation Count: 1

7 Facial modeling and animation

 [Jörg Haber, Demetri Terzopoulos](#)

August 2004 **SI GGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM 

Full text available:  [Pdf \(18.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 98, Downloads (12 Months): 820, Downloads (Overall): 5062, Citation Count: 0

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...

8 Seeing, hearing, and touching: putting it all together

 [Brian Fisher, Sidney Fels, Karen MacLean, Tamara Munzner, Ronald Rensink](#)

August 2004 **SI GGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM 

Full text available:  [Pdf \(20.64 MB\)](#)

Additional Information: [full citation](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 205, Downloads (12 Months): 1616, Downloads (Overall): 8235, Citation Count: 3

9 Host Mobility Using an Internet Indirection Infrastructure

 [Shelley Zhuang, Kevin Lai, Ion Stoica, Randy Katz, Scott Shenker](#)

May 2003 **MobiSys '03: Proceedings of the 1st international conference on Mobile systems, applications and services**

Publisher: ACM 

Full text available:  [Pdf \(421.23 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 20, Downloads (Overall): 127, Citation Count: 6

10 blue-c: a spatially immersive display and 3D video portal for telepresence

 [Markus Gross, Stephan Würmlin, Martin Naef, Edouard Lamboray, Christian Spagno, Andreas Kunz, Esther Koller-Meier, Tomas Svoboda, Luc Van Gool, Silke Lang, Kai Strehlke, Andrew Vande Moere, Oliver Staadt](#)

July 2003 **SI GGRAPH '03: SIGGRAPH 2003 Papers**

2003

Publisher: ACM 

Full text available:  [Mov \(28:33 MIN\)](#),  [Pdf \(31.68 MB\)](#)

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Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 127, Downloads (Overall): 1257, Citation Count: 37

We present *blue-c*, a new immersive projection and 3D video acquisition environment for virtual design and collaboration. It combines simultaneous acquisition of multiple live video streams with advanced 3D projection technology in a CAVE™-like ...

Keywords: 3D Video, graphics hardware, real-time graphics, spatially immersive displays, virtual environments

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

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